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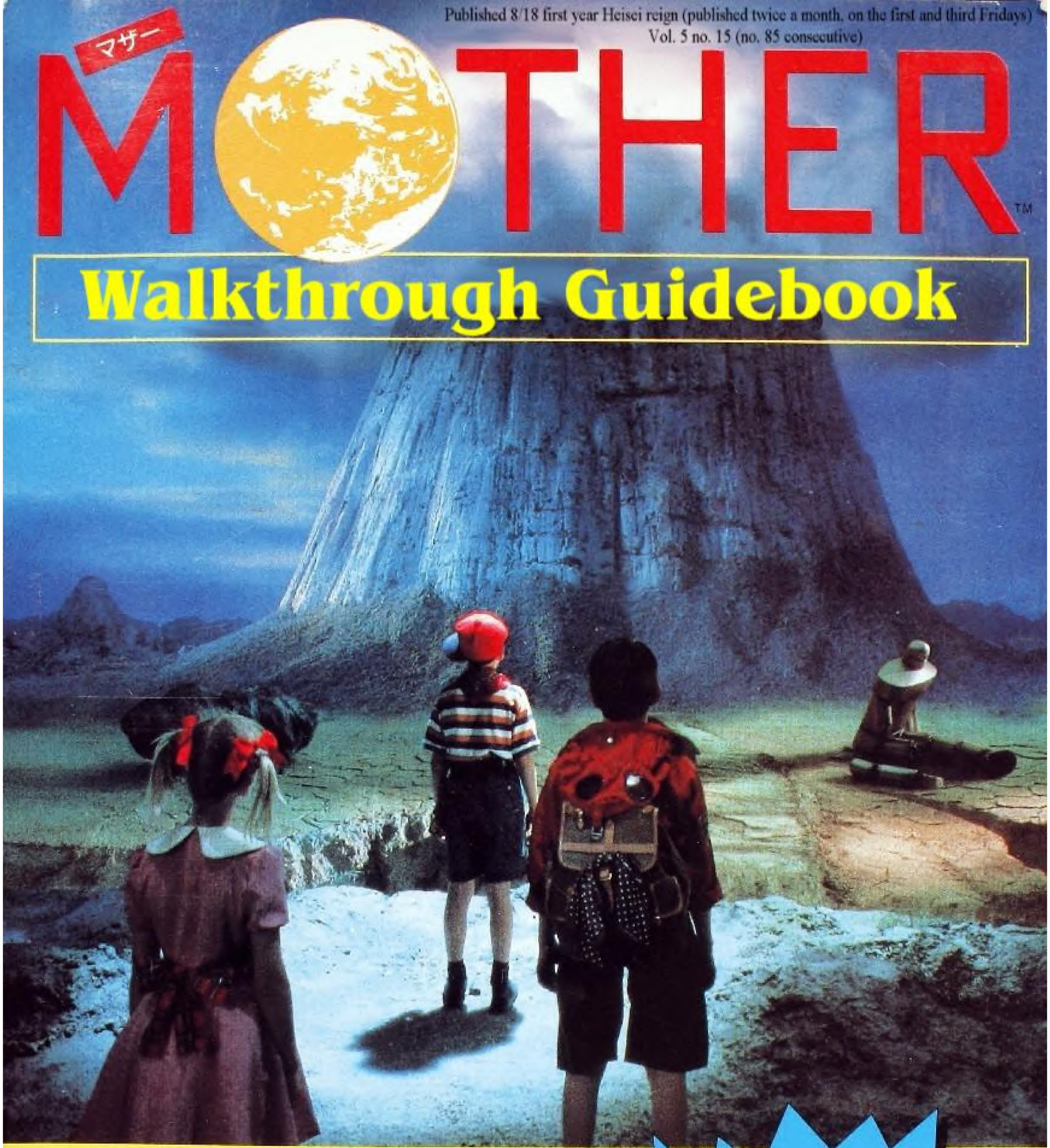
MOTHER™

Walkthrough Guidebook



★ A victory book for those of you scratching your heads over the newly-released RPG MOTHER!!

PACKED WITH DATA FROM MOTHER'S DAY TO THANKSGIVING!

INCLUDES AN EXTRA-LARGE A3 SIZE MAP POSTER!

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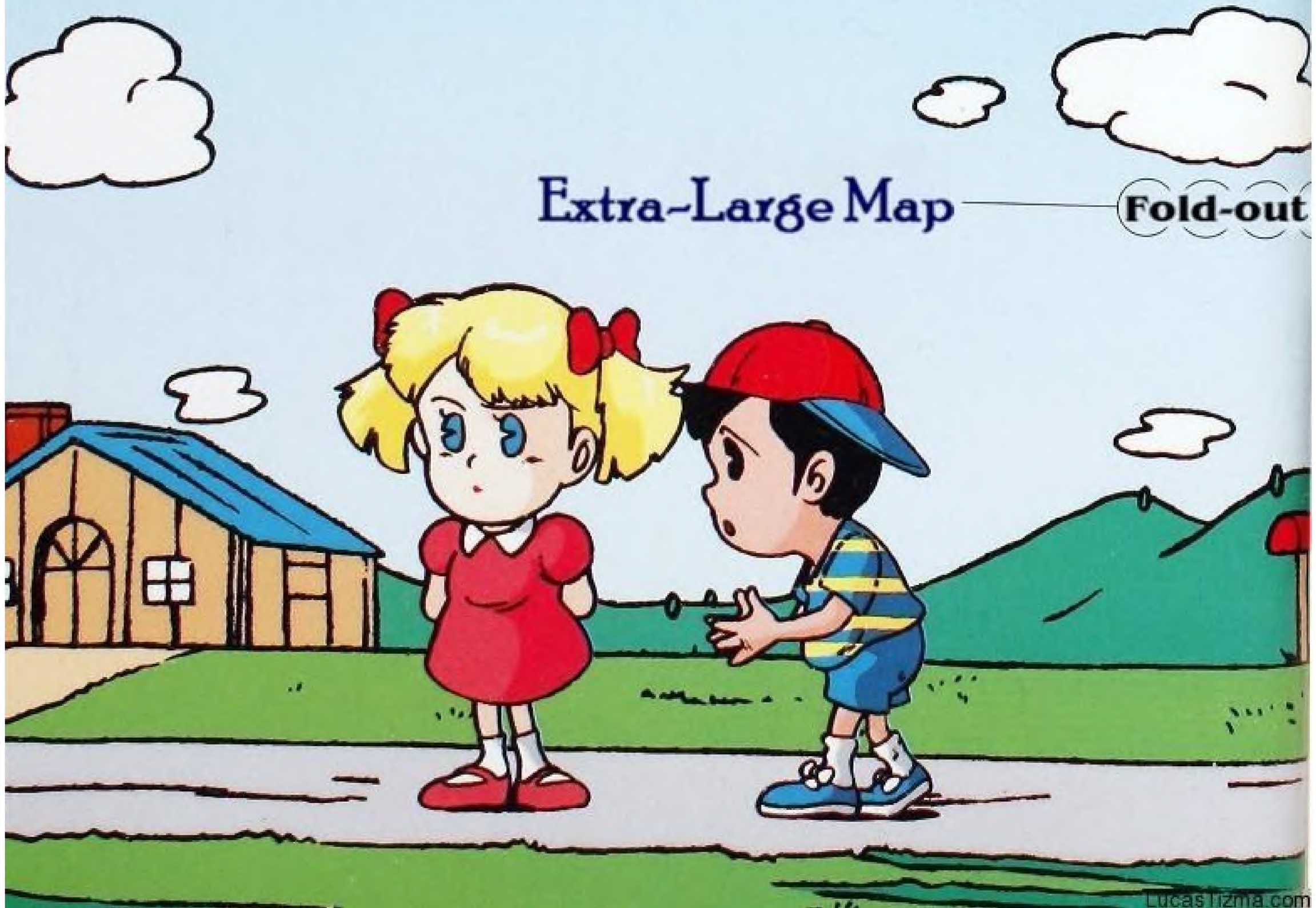

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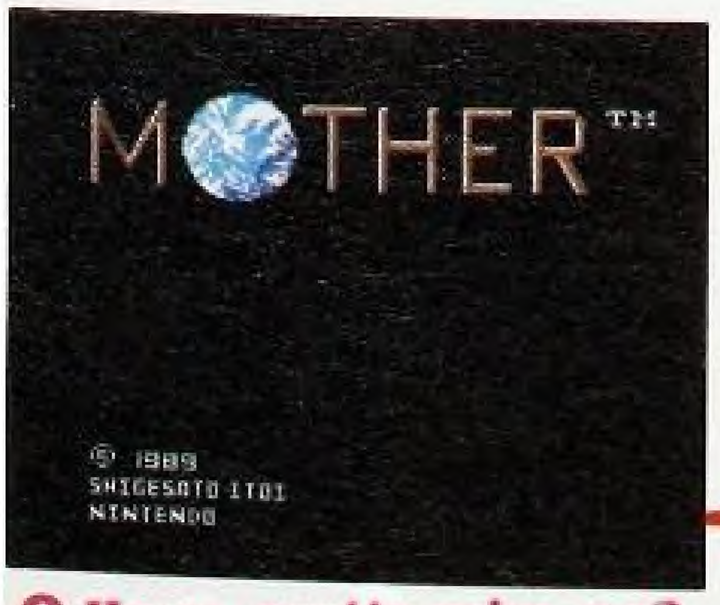
MOTHER

A Boy's Adventure Begins

~ 1988, the Outskirts of Mother's Day Town ~

★ ★

Learning that the earth is in a crisis, a boy and others set out to protect their beloved families.
This book should be a great help toward the adventure that's just begun.



○ Hmm, pretty grim, no? It may be simple, but don't you think the title screen gives off a certain persuasive power for its part?

○ Actually, our story takes its cue from an incident that occurred a long time ago. By the way, the one who went missing was your great-grandmother.

○ Nigh on 90 years since that incident, the next astonishing occurrence happened in Mother's Day...
says the prologue.

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Character Data

Introducing the data on the lead character and his friends. We're going to be keeping up with them on a long, dangerous journey, so let's understand their personalities and virtues, and break through this crisis together!

Me Our Leading Boy

This game's lead character is an American boy with the makings of psychic powers. He can also speak with animals.

His trademark is a red cap.

The Girl Ana

A pretty blonde girl. She has a command of many psychic abilities from attacks to healing treatment, to help out the lead character.

The smartly-dressed Ana, wearing her hat.

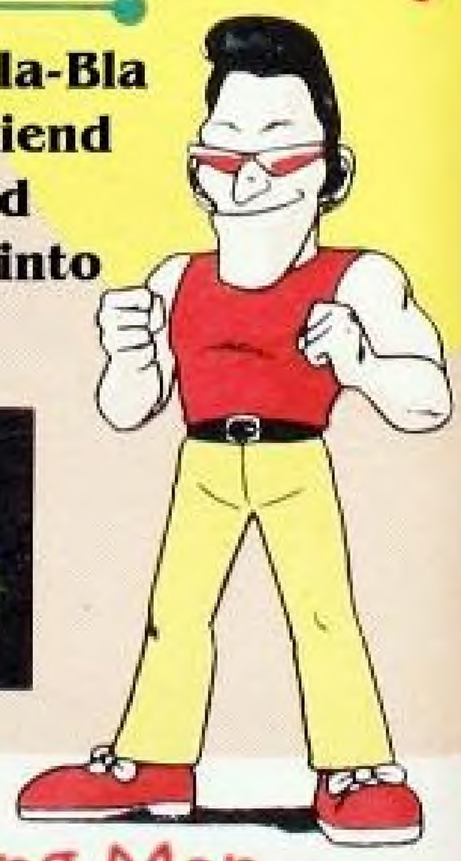
A Friend Loid

A boy who, though mousy and always timid, is really a mechanical genius. He can use complex weaponry.

Loid indeed exudes honor student vibes.

Another Friend Teddy

The leader of the Bla-Bla Gang and a reliable friend who uses his tempered body to beat his foes into submission.



The shades are a good look for him!

...And *these* friends besides

In addition to the three introduced above, there are others you will make friends out of. Unexpected circumstances make friends out of unexpected people. Here's looking forward to what kind of folks will ally themselves with you next!

● Pippi

Rescue Pippi, who's lost in the graveyard, and she'll join you until she returns home. If you have a weapon, try lending it to her.

Could you hurry and rescue her from the graveyard?

● Flying Man

The Flying Man waits for you in Magicant. The sight of him taking enemy attacks with his own body is a tearjerker.

Flying Man has the head of a bird.

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Screen Guide

Here, we'll explain how to read the primary screens. Maybe everyone already knows how, but how about taking one more refresher course here?

Status Screen

While moving, press the Ⓑ button and a display will come up. It displays the eleven varieties of stats for the lead character, as well as psychic abilities he can use and equipped weaponry and armor.

Name Here, the lead character's name is displayed.

PSI
Displays the psychic abilities you can use.

EQUIP
Displays the weaponry and armor you currently have on.

MELODY
With each Melody you memorize, a musical note mark is added.

Status
Your carefully divided stats. Always take heed of your HP and PP.

Map Screen

Normally, it's empty, but press the Ⓐ button and a window will appear. You can talk to people or investigate objects.

Command Map Screen commands are four or somewhat less.

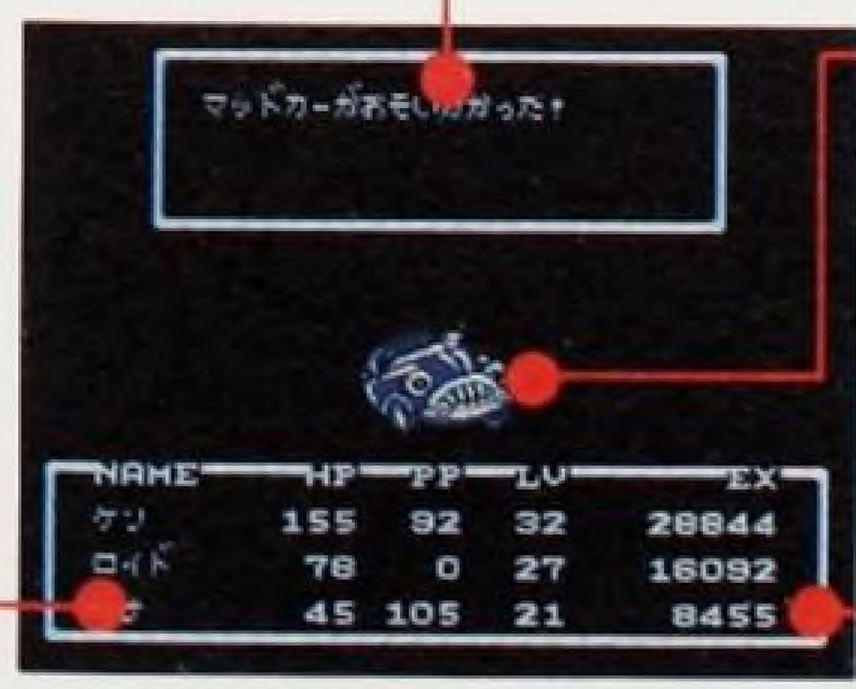
Cash on Hand
Money the lead character is holding. This takes place in America, so the currency is in dollar units.

Message Window
If you're conversing with someone or reading a sign by the road, its contents are displayed.

Name
This spot displays the lead character and his friends' names.

Battle Screen

Battles are in an orthodox Dragon Quest style. By simply choosing AUTO, you can sit back and watch as the AI fights for you.



Message Window Mid-battle messages are displayed here.

Enemy Character
This displays the graphic of the enemy character you go into battle with.

Body Condition
If you lose all your HP, "Unconscious" is displayed. Regularly, your Experience is displayed here.

Name
If you take an attack and you're in bad shape, a blue bar is displayed.

Weapons and Armor List

Quite a few of the weapons are for personal use, so take care when purchasing. In contrast, the armor can be used by everyone.

	Illustration	Name	Used by	Price	Remarks
WEAPONS		**Tattered Bat** Plastic Bat in EB Zero		$25	Obtain in the Basement. At first, this will be enough for you to be able to fight. The Department Store also has one.
		Normal Bat Wooden Bat in EB Zero		$500	The strongest in the Mother's Day area, and expensive at that. But oh, how I want it...
		Good Bat Aluminum Bat in EB Zero		$1000	You can buy it in Thanksgiving, but it'll set you back a cool thou. I wonder if that's for its metallic quality?
		Slingshot	ALL	$120	It's relatively cheap, considering how usable it is. Initially, this should be treated as a priceless treasure.
		Boomerang	ALL	$1100	Not only is this a mighty weapon, but everyone can equip it as well. Obtain it at Queen Mary's Castle.
		Shock Gun Stun Gun in EB Zero		$300	This gun attacks not by firing bullets, but by electric shock. It's what's known as a stun gun.
		Air Gun		?	Fires bullets by means of compressed air. But apparently, the bullets aren't made of lead.
		Frying Pan		$300	The Frying Pan is Ana's weapon of choice. It also has reasonable attack power.
		Good Frying Pan Non-stick Pan in EB Zero		?	The Good Frying Pan has one notch of attack power on the normal kind.

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WEAPONS		**Knife** Butter Knife in EB Zero		?	A weapon exclusively for Teddy. He's the boss, so he gets to handle cutlery.
		Survival Knife		?	A giant among knives, with an attack power that suits it.
	?	**Foot Soldier Sword** Sword in EB Zero		?	It's akin to a sword, but it's unclear what exactly this weapon is. Teddy can use it.
ARMOR		**Coin of Peacefulness** Peace Coin in EB Zero	ALL	$260	Coins get the role of armor. They're small, but your defensive power rises by them.
		Coin of Protection Protection Coin in EB Zero	ALL	$648	This Coin ups your defensive power even more. Everyone can equip it.
		Coin of Concealed Magic Magic Coin in EB Zero	ALL	$1200	It has the greatest defensive power among Coins. You'll want to equip this one ASAP.
		Fairy Bracelet Brass Ring in EB Zero	ALL	$460	Bracelets are another kind of armor. This one conceals the power of fairies.
		Angel Bracelet Silver Ring in EB Zero	ALL	$825	One notch higher in defensive power than the Fairy Bracelet. The power of angels.
		Goddess Bracelet Gold Ring in EB Zero	ALL	$1510	Conceals the power of goddesses. It's pricey, but by all means, you'll want to grab this one.
		Droplet Pendant H2O Pendant in EB Zero	ALL	$700	A Pendant that softens the blow received by Fire and suchlike attacks.
		Flame Pendant Fire Pendant in EB Zero	ALL	$700	This is effective against chilling attacks including Freeze.
		Earth Pendant	ALL	$700	This Pendant works against thunder attacks such as, well, Thunder.

Recovery Items

Most items for recovery are generally an everyday sight. Keep in mind when you purchase them that the amount each person can carry is eight.

	Illustration	Name	Used by	Price	Remarks
HP RECOVERY		Orange Juice	ALL	$5	Talk to your little sister from the start of the game and you'll receive this. Ordinarily you can purchase it at the burger joints.
HP RECOVERY		French Fries	ALL	$15	Sold at the burger joints. Immediately after game startup, these will give you a full recovery.
HP RECOVERY		Hamburger	ALL	$25	Naturally, sold at the burger joints. Restores quite a bit of health, considering it's so cheap.
HP RECOVERY		Bread	ALL	$30	Recovers HP if used within the bounds of battle. Usually turns into Breadcrumbs.
HP RECOVERY		Magic Herb	ALL	$30	You might call this a medicinal plant. Ranks with French Fries in recovery value. Get it from enemies.
HP RECOVERY		Sports Drink	ALL	$75	Get it at food shops. Its recovery value is high, if at a high price.
HP RECOVERY		Ointment Life Up Cream in EB Zero	ALL	$194	Recovers HP fully. You can find it at the Drugstore, but... it's so steep!!
HP RECOVERY		Big Bag	ALL	?	What-ho, it's economy-sized, packed with Magic Herbs! Get it in Magicant.
POISON		Antidote	ALL	$20	An anesthetic effective in counteracting poison attacks. It's cheap, so keep some in reserve.

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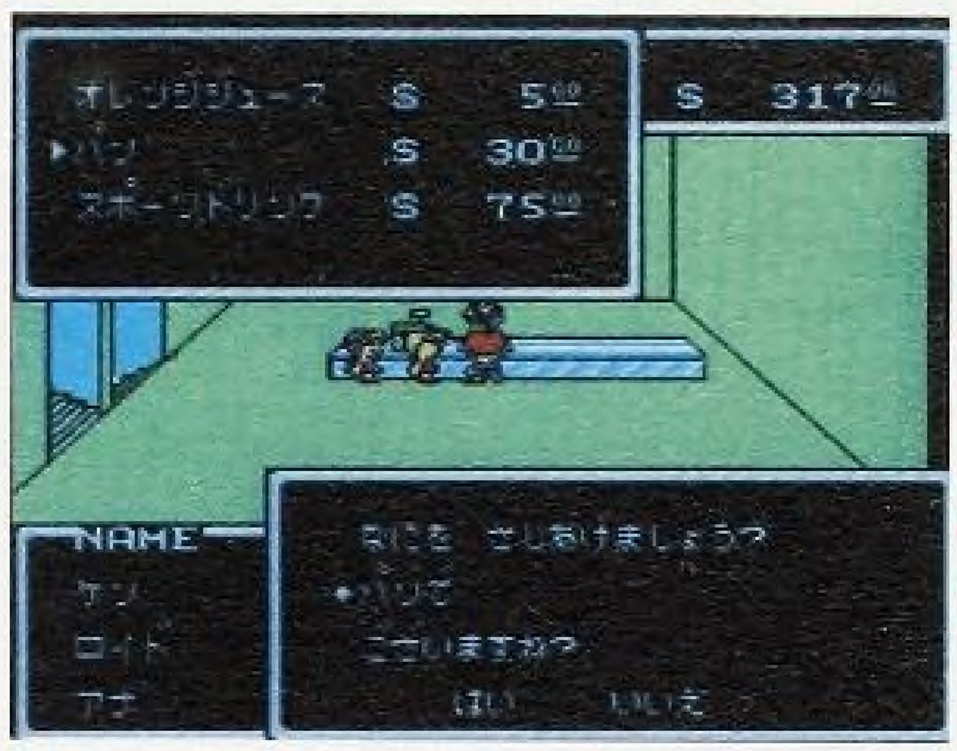
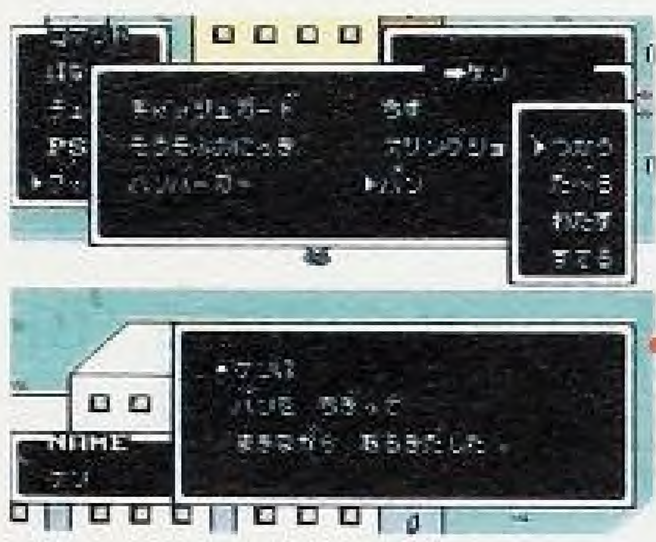
OTHER		Asthma Spray	ALL	$148	The boy has chronic asthma. If a fit breaks out, use this.
		Mouthwash	ALL	?	This is for when you catch a cold. Incidentally, you can't prevent the cold by using this *before* catching it.

How to Use the Bread Item

For its price, there's something that's extra-useful, and that's the Bread they sell at the food shops. Use this item on the Map screen and it becomes Breadcrumbs. Use these Breadcrumbs at a site that's far-removed, and you'll return instantly to the spot where the item became such. In Dragon Quest terms, it's that super-extraordinary thing known as "Anywhere Ruura"!!

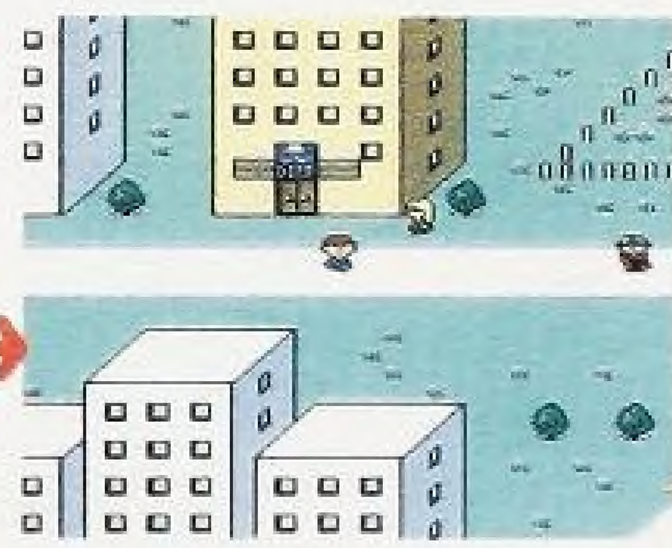


Bread is sold at the Department Store's food shop. Stock up if you need to.



First, in town, turn the Bread into Breadcrumbs.

The item display changes Bread to Breadcrumbs. Use these...

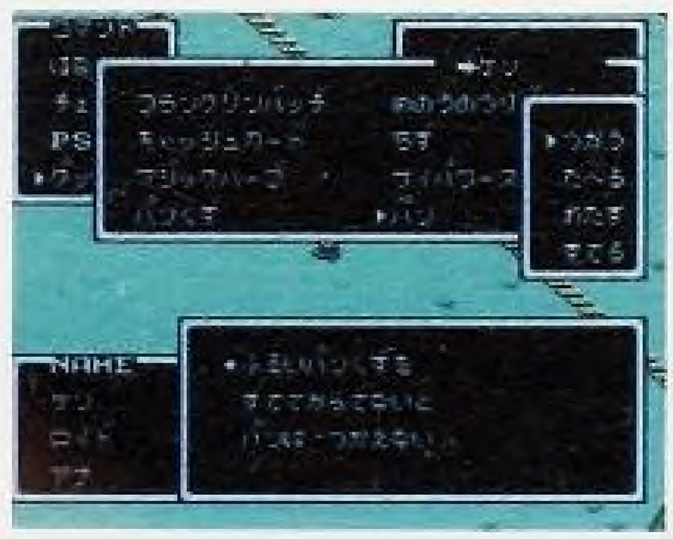


..... and, like so, you can return to town instantaneously!

BACK TO WHERE YOU CAME FROM !

A Warning on Usage!

However, there is also a defect. While you're carrying Breadcrumbs, you won't be able to use the next item of Bread. Even if you get into a spot of trouble during battle, you can't use it to recover HP. Be ready for this and keep a different recovery item handy.



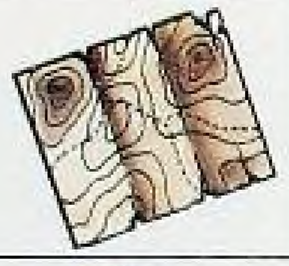
During battle, you can't escape using Breadcrumbs.

Until you get rid of the Breadcrumbs, you cannot use the next Bread item.

Item List

Here, we've compiled together the items you can get, as far as Thanksgiving, and things you obtain as spoils of battle.

USED ON THE MAP SCREEN

Illustration	Name	Used by	Price	Remarks
	Cash Card	ALL	?	Without this, you cannot withdraw money. The boy has it from the start.
	Telephone Card Phone Card in EB Zero	ALL	$50	Feels like this really is an item of modern speech, doesn't it?
	Great-Grandfather's Diary GGF's Diary in EB Zero	ALL	?	An item you can get in the basement. It belonged to your great-grandfather.
	**Map**	ALL	?	This is also in the basement. Without a map, you won't know where you are.
	Canary Chick		$85	The child of the Diva Laura. Laura's an important person (well, bird) in the game.
	Basement Key		?	Naturally, unless you have a key, you can't get into the basement. Who might be holding it?
	Zoo Key		?	A key to get into the Zoo. Get it from the Mother's Day Assistant Official.
	Ocarina of Hope Ocarina in EB Zero	ALL	?	An item you get in Magicant. Use it and a Melody will play.
	Ruler	ALL	?	You can figure out the length of things. Well, that's only a given, but...

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USED ON THE MAP SCREEN		**Red Grass** Red Weed in EB Zero	ALL	?	Grows like a weed in the Magicant wilderness. It changes into something.
		Agate Fish Hook Onyx Hook in EB Zero	ALL	?	By using it, you can go instantaneously to a warp point in Magicant.
		Energy-Giving Candy* Magic Candy in EB Zero	ALL	?	The Swimming Cat of Magicant has this. Use it and your Fight goes up.
		Capsules	ALL	?	There are various types such as Fight, Wisdom and Speed.
UNIQUE WEAPONS (USED IN BATTLE)		**Insecticide Spray** Insecticide in EB Zero	ALL	$300	The very thing itself. It kills bugs. In otherwords, it's an item you use in battle.
		Rope	ALL	$600	It can be used to tie up an enemy during battle. Use it on a PSI-using enemy.
		Flamethrower		?	A weapon exclusively for Loid. It has the ability to cause damage to all enemies.
		Pencil Rocket Bottle Rocket in EB Zero		?	This is also for Loid. Causes great damage to one enemy.
		Bomb		?	A bomb that causes great damage to all enemies. It's pretty useful.
		Laser Beam		?	As the name suggests, a gun that fires laser beams. Where do you get it?
		Death Beam Plasma Beam in EB Zero		?	Judging by the "death" part, it can probably defeat some of the shabbier enemies in one hit.
		Fleas and Lice Flea Bag in EB Zero	ALL	?	If you use this on an enemy, you can lower both their Offense and Defense.

*Perhaps "Energy-Giving Candy" was the beta name for this item until it later became "Mysterious Candy" in the finalized game.

PSI List

There are 45 kinds of PSI these kids can use.
The key to victory is how to use PSI.
Think of how you can use it your own special way.

	Name	Used by	Effect
MOVEMENT	**Dimensional Slip** 4th-D Slip in EB Zero	Boy	If you use it in battle, except when facing certain enemies, you can count on a safe getaway.
MOVEMENT	**Teleportation** Teleport in EB Zero	Boy, Ana	You can move instantaneously to a town you've been to before.
ATTACK AND ASSISTANCE PSI	**Quick Up**	Boy	Raises one ally's Speed, speeding up movement. Advantageous for attacking.
ATTACK AND ASSISTANCE PSI	**Defense Down α**	Boy	Lowers an enemy's defensive power, increasing damage. Affects one enemy.
ATTACK AND ASSISTANCE PSI	**Defense Down β**	Boy	Has the same effect as α, except β extends to affect all enemies.
ATTACK AND ASSISTANCE PSI	**Hypnosis**	Boy, Ana	As the name suggests, it can put an enemy to sleep. Take care of them while they're incapacitated.
ATTACK AND ASSISTANCE PSI	**Paralysis**	Ana	Makes one enemy unable to move due to paralysis. Ana can use it.
ATTACK AND ASSISTANCE PSI	**Darkness**	Ana	Envelops enemies in darkness, causing their attack accuracy to drop.
ATTACK AND ASSISTANCE PSI	**Shield Off**	Ana	Voids a Shield the enemy has up. Ana only.
ATTACK AND ASSISTANCE PSI	**Offense Up**	Boy	Raises an ally's attack power, dealing great damage to the enemy.
ATTACK AND ASSISTANCE PSI	**Brainshock**	Ana	Confuses an enemy in the head, causing helter-skelter attacks.
ATTACK AND ASSISTANCE PSI	**Brain Cyclone**	Ana	PSI that takes the effects of Brainshock and stretches it to all enemies.
ATTACK AND ASSISTANCE PSI	**PSI Magnet**	Ana	Sucks up an enemy's PSI and makes it your own. Ana only.

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	Name	Used by	Effect
RECOVERY PSI	Lifeup α		Restores HP to one ally. Only the boy can use it.
	Lifeup β		Restores a larger quantity than α. The boy and Ana can use it.
	Lifeup γ		γ restores HP to its maximum. Effective on one person only.
	Lifeup π		π restores HP to all allies.
	Lifeup Ω		Merely by being Ω, it stretches the effects of γ to all allies.
	Healing α		Carries the same effects as Antidote. Both the boy and Ana can use it.
	Healing β		If you're feeling numb from an enemy's attack, use this PSI.
	Healing γ		If an ally has turned to stone, use this. Effective on one person.
	Healing π		If a sleeping attack has an ally on the snooze, wake them up with this.
	Super Healing		It means danger if someone has lost consciousness. Use this right away, 'k?
DEFENSIVE PSI	Defense Up α		Raises one ally's defensive power. Use on a friend with low defense.
	Defense Up β		Raises everyone's defensive power. Don't forget about this when battling strong enemies.
	Psycho Block PSI Block in EB Zero		Seals up an enemy's PSI. Use on a foe with powerful PSI.
	Psycho Shield α PSI Shield α in EB Zero		Reduces damage from enemies by half. Effective on one ally.
	Psycho Shield β PSI Shield β in EB Zero		The "everyone" version of α. Indispensable when going up against strong foes.
	Power Shield		You won't take hits from enemy attacks. The boy and Ana can use this.

	Name	Used by	Effect
ATTACK PSI	PK Fire α		Out of all attack PSI, this is Ana's specialty. α throws fire.
	PK Fire β		β attacks all enemies with a column of fire. Damage is adequate.
	PK Fire γ		With the γ upgrade, damage becomes exceedingly great.
	PK Fire Ω		The strongest PSI in the Fire line. Fries enemies to the bone.
	PK Freeze α		The Freeze line mainly attacks one enemy. Deals damage with sheer chill.
	PK Freeze β		β naturally calls out a more powerful chill and deals the enemy great damage.
	PK Freeze γ		γ's effects are so great it causes a fierce blizzard.
	PK Freeze Ω		The damage from the Ω version is dealt to all enemies. Can cause foes to freeze to death.
	PK Beam α		A PSI that throws a fireball at one enemy.
	PK Beam β		With the β upgrade, the fireball becomes a light beam, and bakes the enemy with fire.
	PK Beam γ		An attack that creates a powerful light. Small fry will be helpless.
	PK Beam Ω		So powerful it's uncertain what will happen. Will it give rise to a nuclear explosion?
	PK Thunder α		Deals an electric shock by thunder to one enemy.
	PK Thunder β		Lightning heads for the enemy and deals great damage.
	PK Thunder γ		The effects of γ are said to cleave open the heavens and split the ground.
SPEECH	Telepathy		A PSI which speaks into the minds of your fellow humans and animals.

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